

FLIP-OVER STORYTELLING BOOK PUBLISHING SYSTEM, METHOD, AND KIT

by

Jehan Clements**Background of the Invention**

5 It is known to prepare a flip-over storytelling book by arranging pages in a book-like fashion and bound together so that the book may be disposed either with the pages flat on a support or having the binding at the top in an easel-like disposition.

 In such books having, for example, sequentially-numbered pages, the first even-numbered page of the first leaf within the book carries an illustration of a portion of a story, with
10 each successive even-numbered page of successive leaves carrying another illustration of another portion of the story, so that the even-numbered pages, taken as a set, illustrate substantially the entire story. The next consecutive odd-numbered page of each leaf within the book carries a copy of the same illustration that appears on the adjacent previous even-numbered page, along with textual material for the story correlated to the illustrations on both of the consecutive odd
15 and even-numbered pages. The consecutive odd- and even-numbered pages that correspond to each other, as a set, are disposed in diametric contraposition to each other within the book. An audience listening to the story sees the illustrations on the even-numbered pages, and the storyteller/reader sees the same illustrations and text on the next consecutive odd-numbered pages. These prior-art methods and devices discussed above are described in U.S. Patents
20 Nos. 5,713,743 and 6,210,172, which are both incorporated by reference herein.

 It is also known to create pages for insertion in such books using the "Storybook Weaver" software from The Learning Company of Minneapolis, MN.

Summary of The Invention

A system and method for producing a flip-over storytelling book having a first set of pages in diametric contraposition to a second set of pages includes a software program for generating the first and second sets of pages from user input. A kit for producing such books includes a software program and a blank book (composed of a front cover, a back cover, a binding, blank leaves, and/or pocket-leaves) for insertion of the pages generated by using the software program. The generated pages may include indicia indicating the sequence and orientation of the first and second sets of pages.

Brief Description of the Drawings

Figure 1 shows a cover page screen produced by an embodiment of the invention.

Figure 2 shows a reverse side of a cover page screen as automatically generated by an embodiment of the invention.

Figure 3 shows an inside title page screen as automatically generated by an embodiment of the invention.

Figure 4 shows a blank story screen produced by an embodiment of the invention.

Figure 5 shows a diametric contraposition screen produced by an embodiment of the invention.

Figure 6 shows a portion of a flip-over storytelling book in accordance with an embodiment of the invention.

Figure 7 shows a flow chart of a method of an embodiment of the invention.

Detailed Description of the Drawings

The computer software program of the present invention provides users, such as students in a school, with a graphical presentation on the computer screen to assist such users in writing and illustrating a story of their own creation in the form of a flip-over diametric contraposition

storytelling book. The software program may also be used in a home schooling environment with a personal computer and printer.

As used herein, the term “leaf” refers to a single sheet, of a material such as paper, having two sides. The term “page” refers to the subject matter printed, or to be printed, on one side of a
5 leaf.

To begin, the software program provides a book cover in landscape view for the user to work with. The book cover may be further designed and customized with the use of backgrounds and clip art, so that it relates to the title and subject of the story created by the user. After the front cover is designed, the software program produces another page in landscape view
10 with the name of the book, the title of the story, and the name of the user. The “Rights” information automatically appears at the bottom of this page, which is the reverse side of the front cover.

The user creates art work using clip art or other graphics, and writes text for the story. An unlimited number of blank story screens is provided by the software program until the story
15 is completed by the user. It is possible for the user to return to the book cover, or any of the subsequent pages, to make changes to the art work and the words as many times as necessary. After the story is completed, the software program presents a slide show of all the pages of the story in succession. The story will be presented on the screen so the user has a more complete view of the story, and evaluate whether further changes are needed. The software program
20 automatically produces and displays on the top side edge of all of the inside pages, information and instructions as to which side edge of the printed pages are to be punched and bound to form a flip-over storytelling book. The software program automatically produces and displays on the screen an additional page, corresponding to each page created by the user, for display to an

audience. As an example, pages 2 and 3 of the user's story may be displayed on the screen at the same time to more fully demonstrate their diametric contraposition relationship to each other.

When the final version of the story is completed, the software program may display a tutorial, such as a video presentation, to teach the user how to print out the pages of the story.

- 5 Using a printer connected to the computer, the user is given instructions how to print both sets of pages corresponding to each side of the leaves of the book. The software program may provide further instructions to the user as to how to punch and bind the front cover, the reverse side of the front cover, as well as the inside leaves, and then bind the blank back cover together with a horizontal binding, such as a spiral binding. The software program automatically orients the
- 10 pages of the book so that the pages that the audience would see, as well as the pages that the user would read from in the completed book, are displayed in diametric contraposition to each other within the book.

- The storytelling book publisher software program provides the user with tools to create an entire flip-over storytelling book. The front cover and all of the inside pages are created page-
- 15 by-page on the computer screen, without the use of paper, until the user is ready to print out the book. Assuming that the final book is page-numbered sequentially, the user thus creates all of the odd-numbered pages of the story, and the software program automatically produces the even-numbered pages of the story.

- Figures 1-5 and the following description outline the steps the user follows using an
- 20 embodiment of the storytelling book publisher software program of the present invention. In the example described below, the pages in the storytelling book are sequentially numbered. When the user/reader presents the story to an audience, the user reads from pages 3, 5, 7, 9, etc. and the audience will see pages 2, 4, 6, 8, etc. at the same time. Pages 2 and 3, 4 and 5, 6 and 7, 8 and 9,

etc. will be oriented in diametric contraposition to each other within the book. In this example, the odd-numbered pages are created by the user, and the even-numbered pages are automatically produced by the software. As long as a second set of pages (which alternate with the user-generated pages in a completed flip-over storytelling book) is automatically generated by the software, it does not matter how, or whether, the pages are numbered.

A cover page, supplied by the storytelling book publisher software program, is illustrated in Figure 1. On the screen there is a story screen page in the landscape mode with text boxes for the user to type in the user's name **100** and the title **110** of the story. The user may, for example, change the color of the background **120** or paste art **130** onto the cover page that relates to the title and subject of the story.

The reverse side of the cover page, illustrated in Figure 2, is automatically produced by the storytelling book publisher software program when the user clicks on the "Finished" button **140** located at the bottom of the front cover page screen. This page will then be displayed on the screen in landscape mode and will show the name of the book, the name of the user and the title of the story. The "Rights" information **200** may automatically appear at the bottom of the reverse side of the front cover page.

The front cover of the book and the reverse side of the cover may be printed separately from the inside pages. For example, one piece of glossy photo paper is placed into the feeder tray of the printer. By clicking on the "Print" button **150**, the printer prints the cover page on the glossy side. By simply turning the page over and placing it back into the feeder tray in the same direction that it came out of the printer, and clicking on the "Print" button **210**, the printer prints the back of the cover page on the matte finish side.

The binding edge of the cover and the binding edge of the reverse side of the cover are punched on the same top edge. The software program automatically orients the reverse side of the cover so that it appears right-side-up to the audience when the user reads the book aloud to an audience.

5 As illustrated in Figure 3, the software program automatically produces another title page for the book. This page would be “page 1” of the inside pages of the book. This page contains the name of the book, the title of the story, and the name of the user. The software program automatically produces the “Rights” information at the bottom of this page.

10 As noted in Figure 3, the software program automatically produces indicia **300**, such as page numbers and binding instructions, on page 1 of the book.

A blank story screen for an odd-numbered page, shown in Figure 4, will appear when the user clicks on the “Finished” button **310** on the screen at the bottom of the page. The user will begin the story by typing in the text box **400**, or begin by pasting art into the picture box **410** displayed within the story screen produced by the software program. The user clicks on the
15 “Finished” button **420** to move to the next step.

The text box provided by the software program contains, or operatively relies on, a word processing program. Using the “Text Format” buttons **430** in the tool bar, the user will be able to format, for example, the font, style, size, color, and justification of the words of the story.

Clip art that the user may use to illustrate the story may be stored within the computer.
20 For example, the clip art may be downloaded as part of the installation of the software program on the computer. The user may have access to different backgrounds to give an environment for the story. The user may paste clip art of objects, plants, animals, and people into the picture box

within the story screen to illustrate a portion of the story. As an alternative, the software program may have drawing tool buttons **440** for preparing original artwork for the user's story.

By clicking on the "Finished" button **420**, the software program allows the user to move onto the next odd-numbered page in the book. The software program then provides a blank story screen for the next odd-numbered page. The user will continue to create the story, by typing words into the text box **400** and adding art into the picture box **410** of the story screen.

As shown in Figure 4, the software program automatically produces indicia **490**, such as page numbers and binding instructions, on the story pages of the book.

The user continues to write words and create illustrations for the story on the odd-numbered pages, and the software program continues to provide blank story screens until the user is finished with the story. By using the "Edit My Story" **450**, "Back" **460**, and "Next" **470** buttons, the user is able to navigate through the story, and return to the cover or any of the inside story pages to make as many changes as necessary.

When the user is completely finished with the story, the user may click on the "Publish My Story" **481** or "Slide Show" **482** buttons shown in Figure 4.

The "Publish My Story" button **481** causes all of the pages to appear on the screen at the same time in thumbnail images.

The "Slide Show" button **482** causes all of the pages to be displayed on the screen one after another. The user will be able to navigate through the pages by using the "Back" **460** and "Next" **470** buttons on the screen.

The "Publish My Story" and "Slide Show" presentations may be played as many times as necessary. This step is designed to provide the user with an overview of the entire story, without

interruption, so an extra evaluation may be made. These two features will allow any user to read the story aloud off of the screen, but not make any changes to the illustrations or words.

The “Edit My Story” button 450 may require the use of a password created by the original author/illustrator user. By clicking on the “Edit My Story” button 450, the software program takes the user to the front cover of the book. The user may make changes to the front cover (these changes, if they apply, will automatically be made by the software program to the reverse side of the front cover, and the first inside page of the book) and to any of the relevant inside pages of the book.

The software program will then display a tutorial, such as a video, to teach the user how the pages of the story will appear in the book. For example, as illustrated to Figure 5, pages 2 and 3 will appear on the screen at the same time. Page 3 (and all odd-numbered pages) will have been created by the user as part of the input steps described above. Page 2 (and all even-numbered pages) is automatically produced by the software program. The software program displays pages 2 and 3 vertically on the screen in diametric contraposition to each other.

At least two different versions of automatically generated pages may be produced. In a “story reading” version, the software program will automatically produce pages 2, 4, 6, 8, etc. as an exact copy of the corresponding pages 3, 5, 7, 9 etc. These even-numbered pages will contain the same illustrations and words as their corresponding odd-numbered pages. In a “storytelling” version, the software program will automatically produce pages 2, 4, 6, 8, etc. as a copy of the illustrations on corresponding pages 3, 5, 7, 9, etc., but without some or all of the words accompanying the illustrations. In both versions, the even-numbered pages may include an enlarged or enhanced version of the text or images on the odd-numbered pages.

As illustrated in Figure 5, the software program will automatically produce and display orientation indicia 500, such as page number and binding instructions, on the pages. These indicia 500 will instruct the user as to which side edge of each page is to be punched and bound together, in diametric contraposition to each other. As an example, Figure 5 illustrates a “storytelling” version in which some or all of the words accompanying the illustrations are omitted on the automatically-generated pages.

For example, and as illustrated in Figure 5, the instructions for where to punch and bind the top side edge of each page of the story may be automatically printed on the top side edges. This method will help the user with a first book created by the software. As an alternative, the instructions for where to punch and bind the top side edge of all the pages will appear only on the top side edge of page 1, as all the other pages underneath may be in their correct position and orientation as they come out from the printer. This method may be used after the user becomes familiar with the concept of diametric contraposition.

When the user is ready to print the story, the user will click on the “Print My Book” button 483. Continuing the example numbering scheme described above, stories created with the software program will end with an odd page number. The software program may automatically produce an additional even-numbered page (e.g., with “The End” printed on it), which will be oriented for display to the audience during the reading of the story. This additional even numbered page with “The End” printed on it will give the user, the software program and the printer a point of reference during the process of printing the inside pages of the book.

Once printed, the pages for the reader and the audience will be bound together with a horizontal binding, such as a spiral binding. The cover and inside pages will be in diametric

contraposition to each other within the book. The author/illustrator user is now ready to read the flip-over storytelling book aloud to an audience.

The following steps are to be followed if the user is using a printer that prints a single page (i.e., a single side of a leaf) at one time. The software program will display a video to teach the user how to work with the paper and the printer, and how the pictures and words for the story will be printed on both sides of the leaves of paper.

As shown in Figure 5, when the user clicks on the "Print First Side" button **510**, all of the even-numbered pages will be printed out in reverse order. The user will then take all of the pages, and turn them over, and place the pages back in the feeder tray in the same direction that they came out of the printer.

When the user clicks on the "Print Second Side" button **520**, all of the odd-numbered pages will be printed out in reverse order. The user will then put the cover on top of the pile of the inside pages that are in their correct order and correct orientation, and take them to the punching and binding machine. The book cover and the inside pages may be punched and then bound together with a pre-punched blank back cover.

For example, one hypothetical story created by the user could be 4 pages long, and will be printed on 8 sides of 5 pieces of paper. Pages 1 and 10 may contain printed matter but will not be story pages, as they would not normally be able to be placed in diametric contraposition to each other in a normal book-type binding. By clicking on the "Print First Side" button **510**, the computer printer will print out all the even-numbered inside pages, in reverse order. The printer will print out pages 10, 8, 6, 4, and 2, facing up, with page 10 at the bottom, and page 2 on the top of the pile. The user will then take all 5 leaves, turn them over so the blank side is showing, and then put them back into the feeder tray of the printer facing in the same direction that they

came out of the printer. Pages 10 through 2 are now facing down. The blank top side of the leaf facing up at the top of the pile has page 10 on its reverse side. The blank top side of this leaf will become page 9. The blank top side of the leaf at the bottom of the pile of pages has page 2 printed on its reverse side. The blank top side of this bottom leaf will become page 1.

5 The user then clicks on the “Print Second Side” button 520. All the odd-numbered pages 9, 7, 5, 3, 1, will be printed in reverse order on the blank reverse sides of pages 10, 8, 6, 4, and 2, respectively. The five leaves of the book with pages numbered 1 through 10 will be produced into a pile in correct order, with all the images on the pages in diametric contraposition to each other. The user will put the pre-printed front cover on top of the pile, with the top side edge of
10 the front cover in the same position as the top side edge of all of the inside pages. The front cover and all of the inside pages will be punched along the top side edge. The front cover and inside pages are then bound together along with a pre-punched blank back cover, which may be supplied as part of a kit.

 Alternatively, the user’s story may be printed on both sides of the leaves as part of a
15 single operation of a printer. By making use of a printer that prints on both sides of the paper at the same time (e.g., by printing one side and then the other before the leaf comes out of the printer), the pages may be automatically printed in diametric contraposition format.

 Furthermore, the book may be produced in the portrait mode rather than the landscape mode, but still having all the pages in diametric contraposition to each other.

20 Also, as shown in Figure 4, the software program may have a feature to display the orientation of the user’s story book pages that will be in diametric contraposition to each other. A “Full View” button feature 484 in a “View” drop down menu 485 in a tool bar on the page

screen could show pages 2-3, 4-5, 6-7, 8-9, etc. on the screen at the same time vertically and in diametric contraposition to each other.

The indicia **500** included on the printed pages are intended to help the user to orient the printed pages of the book into their proper order and in proper diametric contraposition to each other. Accordingly, these indicia **500** may include symbols or written instructions and applied to the printed pages, with the leaves and pages punched and bound between the front and back cover of a blank book **600**, or for orienting the printed pages in relationship to corresponding indicia on blank or pocket-leaves that will hold the printed leaves in place between the front and back cover of a book. For example, as illustrated in Figure 6, the printed pages **610**, **611** may include dots **612**, **613** printed in an appropriate corner, that would correspond to rings **614**, **615** printed on blank book pages **616**, **617**. This method would allow a user to quickly assemble a storytelling book in diametric contraposition form without the need to read written instructions.

As used herein, the term “pocket-leaves” encompasses, but is not limited to, clear loose-leaf envelopes, clear loose-leaf page holders, clear plastic pocket pages, or other leaves having pockets, sleeves, slits, or envelopes suitable for holding leaves containing printed pages, such as the story pages described above.

As used herein, the term “blank book” encompasses, but is not limited to, a book consisting only of a front and back cover and a binding, or to a book including these elements as well as essentially blank sheets of paper or pocket-leaves, as long as the blank book is suitable for the insertion of leaves containing printed pages on one or both sides. Accordingly, leaves and their printed pages may be inserted into a blank book by, for example, attaching the printed leaves to a binding, placing the leaves into a blank book in which the bound leaves are pocket-

leaves suitable for receiving the printed leaves, or affixing the printed leaves to a blank book in which the bound leaves are essentially blank sheets suitable for affixing the printed leaves.

An embodiment of the software program described above and a blank book for inserting pages in diametric contraposition may be provided as a kit. A user may produce flip-over

5 storybook pages using the software program described above and then insert them into a blank book supplied as part of the kit.

Figure 7 illustrates the method of producing flip-over storybook pages in accordance with a software program embodiment of the present invention. A software program is provided for producing a flip-over storytelling book (step 700). The user inputs author and title information
10 (step 710). The software program generates at least one title page from the previously input information (step 720). The user inputs story page information for at least one first story page (step 730). The software program generates at least one corresponding first story page (step 740) which may include generating indicia for indicating the position of the story page in a sequence of pages as well as its orientation to the binding of the storybook for placing the first story page
15 in diametric contraposition to a second story page (step 741). The software program generates at least one second story page (step 750), which includes the steps of generating the images (which may include text) for the second story page (step 751), orienting the image on the second story page in diametric contraposition to the first story page (step 752), and generating indicia for assembling the second story page in diametric contraposition to the first story page (step 753).
20 Steps 730, 740, and 750 may be repeated until all story pages (including a set of first story pages and a set of second story pages) are generated. The user prints the generated pages (step 760) and assembles the pages into a storytelling book (step 770).

It will be understood that the above-described embodiments are merely illustrative of the principles of the invention and that other arrangements may be devised by those skilled in the art without departing from the spirit and scope of the invention.